

vsUMap< const void  
\*, float >

+effective\_relationship

Pilot

+ comm\_face

+ Pilot()  
+ ~Pilot()  
+ SetComm()  
+ getCommFace()  
+ getReactionTime()  
+ getGender()  
+ getRank()  
+ getAnger()  
+ getCommFaces()  
+ GetEffectiveRelationship()  
+ adjustSpecificRelationship()  
+ DoHit()